

CTBT & Communication Infrastructure to Support a Secure, Scalable, and Robust SensorNet

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The Comprehensive Nuclear Test-Ban Treaty

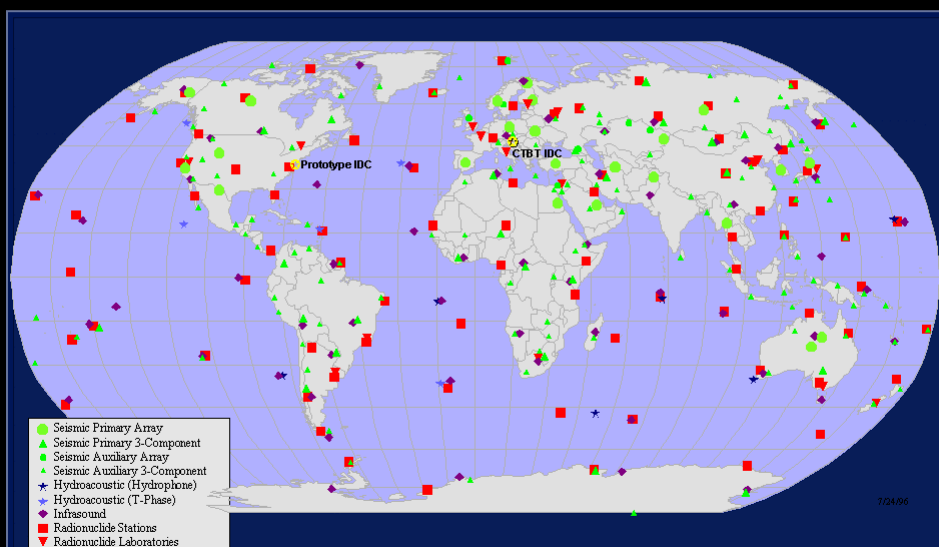
- **Bans any nuclear weapon test explosion or any other nuclear explosion**
- **Drafted at the Conference on Disarmament in Geneva and adopted on September 10, 1996**
- **Treaty verification requires an ability to detect if a test has been conducted**

- International Monitoring System (IMS)
321 stations and 16 radionuclide laboratories
 - Seismic
 - Hydroacoustic
 - Infrasound
 - Radionuclide
- Global Communications Infrastructure
- International Data Center (IDC)
- On-site inspections

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CTBT International Monitoring System Network



IDC 9

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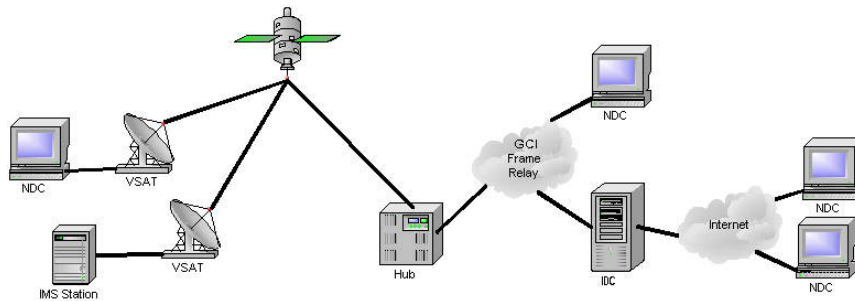
The International Data Centre (IDC)

- **Collect data from all the sensors**
 - Primary/continuous
 - Auxiliary/on demand
- **Analyze data**
 - automated detection of events
 - reviewed event bulletins
 - determine location of event
- **Archive data centrally**
- **Provide data to all States that request the data**

The Global Communications Infrastructure (GCI)

- **Private network**
- **Built and run by a contractor**
- **Contract managed by the IDC**
- **Stations connected by VSAT (Very Small Aperture Terminal earth station)**
- **5 satellites with 5 satellite hubs**
- **Frame relay links connect the hubs to the IDC (land lines)**
- **Recently added some VPN links over the Internet**
- **Data distribution using Internet and VSAT**
- **Global coverage including near the poles**

The GCI Network



Continuous Data Protocol

- **CD-1.0 implemented by SAIC**
 - **Push model**
 - Sensor connects to the IDC and sends data using TCP
 - If the TCP connection breaks, the sensor starts from the last sent data when a new connection is established
 - **Framing**
 - Data sent as timestamped frames using compression
 - Data format negotiated at initiation of connection
 - **Forwarding**
 - Data stored in database and then sent out to any additional receivers

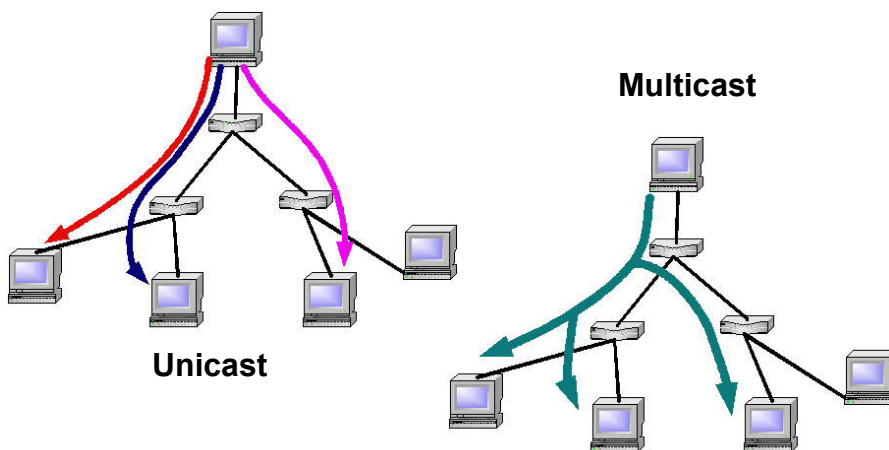
Data Reliability and Scalability

- **Data forwarding operations are not reliable**
 - With forwarding, if any site in the forwarding chain is down then none of the subsequent sites get the data
 - Hard to reconfigure data paths to move to an alternate primary receiver site
- **TCP some problems on high bandwidth delay product links**
- **No method of requesting corrupted frames**
- **Difficult to retrieve particular segments of data from storage**

What is Group Communication?

- **Group communication mechanism**
 - Provides one-to-many and many-to-many communication
- **Efficient dissemination of messages**
 - Network-based duplication (when needed)
 - Targeted retransmissions
 - Bandwidth savings
 - Parallel delivery at multiple locations

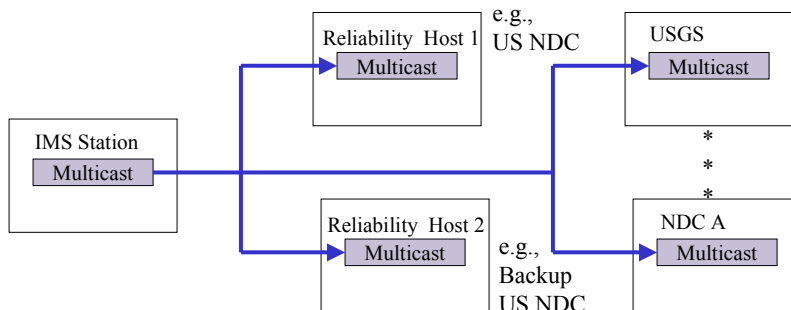
- Properties similar to TCP
- Application-level program (runs on end systems)
- Uses IP Multicast as the underlying communication mechanism
- Reliable and ordered delivery of messages within a group (negative acknowledgments and retransmissions)
- Tracks group membership



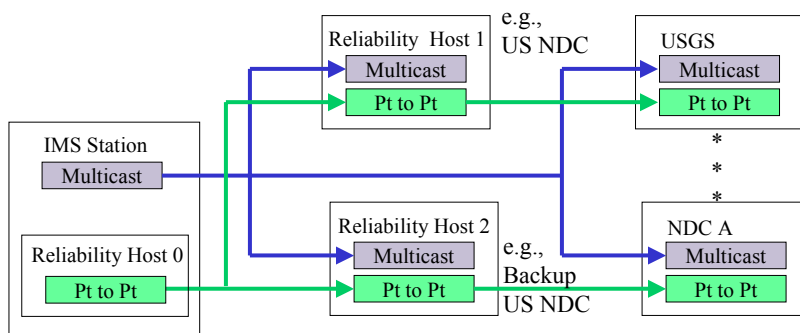
- **Efficient group communication mechanism**
 - provides one-to-many communication
 - Best-effort delivery to the group members (unreliable)
- **Implemented in the network routers and hosts**
 - Class D addresses used for multicast (224.x.x.x - 239.x.x.x)
 - Network components manage routing and duplicate the message as needed
 - Co-exists with TCP and UDP communication mechanisms

- **Motivation**
 - efficient transmission of data to multiple sites
 - reliability (not dependent on a single data forwarding site)
 - allow as-needed use of multicast
- **Designed and implemented by SAIC**
 - data provider multicasts data and provides retransmissions
 - reliability host requests any required catch-up from data provider (unicast)
 - reliability host responsible for catch-up of data consumers (unicast)
 - easy to use either unicast or multicast

CD-1.1 Reliable Multicast - Normal Operation



CD-1.1 Reliable Multicast - Catch-Up Operation



CD-1.1 (latest version)

- **Connections**
 - Unicast – TCP and UDP
 - Multicast – reliable and unreliable
- **Push and pull model**
 - Unicast still uses push
 - Multicast uses pull
- **Reliability**
 - Retransmission requests for missing frames (frame cache)
 - Begin transmission with a short look back
- **Format**
 - Data format information included in each frame
- **Authentication and data integrity**
 - Frames are signed at the sensor using PKI
- **Authorization**
 - Access control lists

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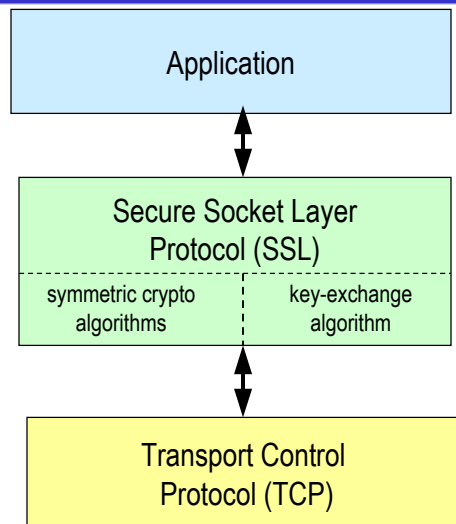
Sensornet vs CTBT

- **CTBT**
 - data integrity and authenticity is a primary concern
 - data sent unencrypted and signed
 - privacy of analysis products important
 - sensors well-known in advance
 - politics often dominate design decisions
- **SensorNet**
 - cell towers
 - uplinks serve multiple types of sensors
 - sensors co-located with minimal infrastructure
 - encryption of data

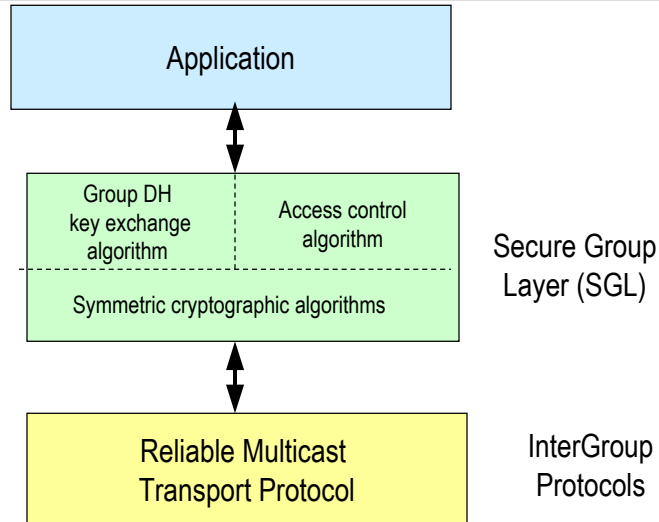
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- **Provide an efficient and reliable communication between participants aggregated into groups**
 - communication channel directly connecting the participants (no intermediary server)
 - remove dependence on centralized servers (bottleneck, scalability)
 - support participants spread across the Internet
 - support self-organization/self-discovery
 - continue despite network partitions and failures
- **Provide secure communication among the participants**
 - support confidentiality, authenticity, and integrity
 - support access control based on certificates and passwords



Reliable and Secure Group Communication : Architecture



InterGroup Protocol

- All members of the group can send messages to the group
- All processes in the group receive the messages sent within the group
- Membership tracking with notification of membership changes
- Messages delivered to each member of the group in a consistent order
 - total order (timestamp)
 - preserve causality
 - membership changes ordered with respect to messages

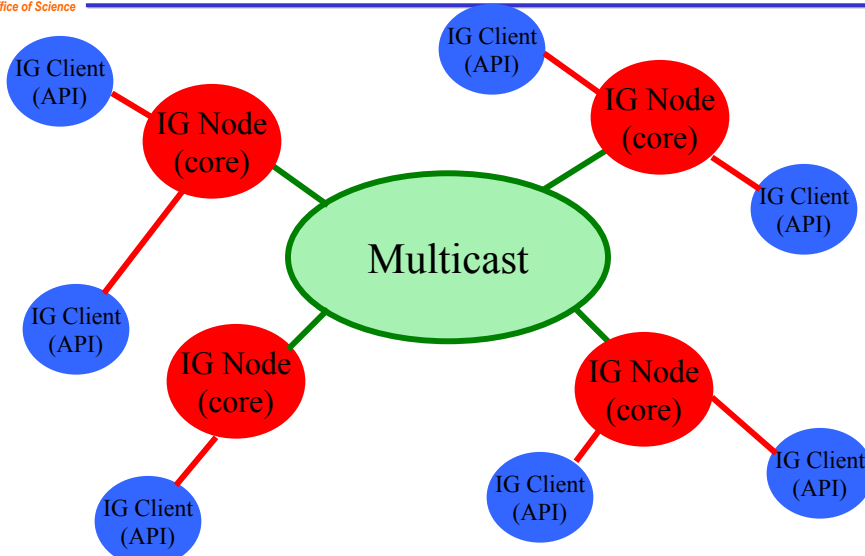
InterGroup Scaling

- **Split group into a sender and a receiver group**
 - **sender group membership**
 - processes are in the sender group only while transmitting messages
 - strictly maintained
 - very dynamic (small and fast)
 - **receiver group membership**
 - semi-anonymous (hierarchical structure)
 - not strictly maintained (RTCP-like)
 - used for retransmissions and garbage collection
 - proxy send for low frequency senders

InterGroup Design

- **InterGroup node (currently written in Java)**
 - core InterGroup capabilities
 - automatically handles membership, message ordering and retransmission of missed messages
 - uses IP Multicast to transmit messages
- **InterGroup client API**
 - library that connects applications to an InterGroup node
 - locally using unix sockets
 - remotely using TCP
 - TCP connection allows machines without multicast connectivity to participate in InterGroup
 - easy to port to other programming languages

InterGroup Architecture



Implementation

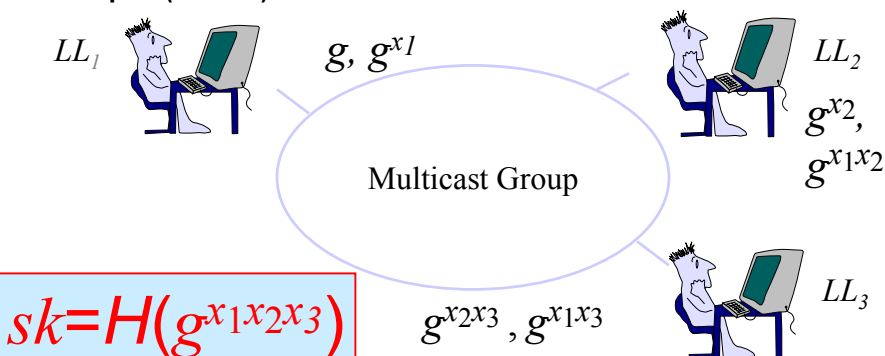
- **Current release v1.5**
 - **IG Node (Java)**
 - daemon listening for client connections
 - all processes in the sender group
 - flow/congestion control very crude
 - reliable group ordered delivery
 - **IG Client (Java, C++, Python)**
 - connects to IG node using TCP
 - C++ client for Unix flavors
 - ⇒ Windows client prototype available
 - Python client is prototype
 - ⇒ SWIG wrapping of the C++ client
- Berket et al., A Practical Approach to the InterGroup Protocols", J. of Future Generation Computer Systems, 2002

The Secure Group Layer: SGL

- A group Diffie-Hellman key exchange algorithm enables group members to establish a session key
- Symmetric crypto algorithms (e.g. DES and HMAC)
 - implements a secure channel
- An access control mechanism makes sure that only the legitimate parties have access to the session key
 - certificate-based
 - password-based
- Provable security

Model of Communication

- A multicast group consisting of a set of n players
 - each player holds a long-lived key (LL)
 - long-lived keys are either a password or a public/private key pair (i.e. PKI)



Key Agreement Algorithms

- **Support**
 - Authentication
 - Password
 - Certificate
 - Anonymous
 - Dynamic membership changes
 - Low power devices
- **Security goals**
 - Forward secrecy
 - Mutual authentication
 - Secure against dictionary attacks
- **Provable security**

Chevassut et al., The Group Diffie-Hellman Problems, Proc of Selected Area in Cryptography, 2002

Implementation

- **Built in C++**
- **Framework and interface designed**
- **Static anonymous and password key exchange prototype implementations complete**
- **Crypto algorithms implemented for static and dynamic key exchange**
- **Demonstration chat application implemented**
- **Agarwal et al., An Integrated Solution for Secure Group Communication in Wide-Area Networks, Proc of IEEE Symposium on Computers and Communication'01**

Group Communication in SensorNet

- **Sensor data reaches multiple receivers with a single transmission (fault tolerance)**
- **Allows dynamic ad hoc configuration/addition of new sites**
- **Scalable to large number of sites/groups/latencies**
- **Security**
 - distributed key agreement
 - password/certificate/anonymous authentication
 - algorithms for low power devices

Incremental Trust Motivation

- **Ability to access from anywhere including Internet cafés**
- **Low threshold for entry into the system**
 - Incorporate new users easily
 - Small amount of software downloads
 - No waiting for authorization to enter the system
- **Components able to require only the level of authentication and authorization they need. E.g.**
 - Weak or no authentication to enter the lobby
 - Strong authentication and authorization for sensitive actions
- **Minimize dependence on servers (particularly while the collaboration is small in number)**

Authentication Model

- A user has multiple means of authentication
- Authentication for a particular session based on
 - Location
 - Methods available
 - Security of local machine
 - Availability of connection to servers
- Authentication method for a session a property of a user's session
- Authentication method considered in authorization

Crossing the borders

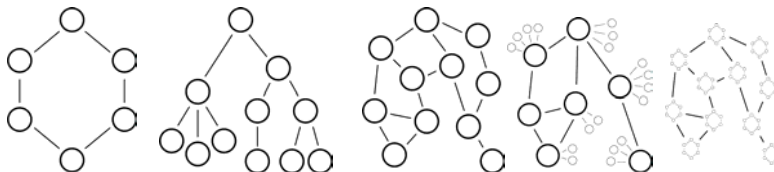
- Escort
 - Chaperone a user in an area they are not normally authorized to access
 - Only provides privileges of the host or less
 - Host able to control the guest's access
- Vouching
 - A user vouches for a less privileged user
 - Temporarily elevates privileges of the vouchee
 - Vouchee able to act without escort

Incremental Trust and SensorNet

- Allow you to support devices and sites with varying levels of trust
- Developing for collaboratories
- Allow multiple authentication methods
- Quickly provide a means of access for new or temporary users
- Recognize in the system that there are different access authorization levels

Peer-to-Peer I/O (P2PIO)

- Find, access and aggregate information/resources
 - in a large distributed system
 - composed of many autonomous data sources
 - dynamic and heterogeneous information, resources, participants, network



- Example Query
 - “Find sensor data X in the D.C. area and subscribe to updates on changes to the sensor data”

P2PIO Features

- Query searches for all items matching a set of criteria
- Provide a means of incrementally searching through a network
 - Iterative access to the result set
 - Can request single or multiple message response to a receive
- Transport independent
- Variety of response mechanisms

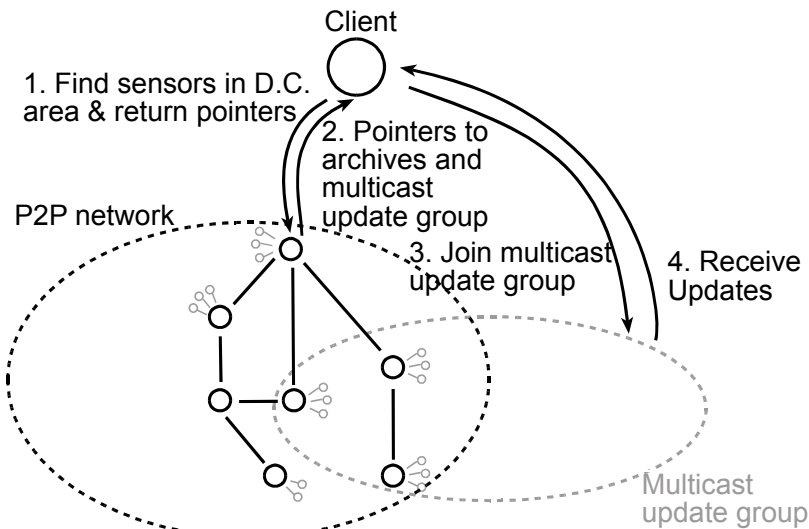
General Purpose P2PIO Infrastructure

- Data independent
 - Any structured or semi-structured XML data
 - Integrate static data from relational or XML database
 - Integrate dynamic data generated on-the-fly
- Query language independent
 - Allows for XQuery, XPath, SQL, custom query languages
- Network and Transport independent
 - E.g. TCP, Web Service/SOAP, InterGroup/SGL
 - Arbitrary topologies (allows for hybrid system of systems)
- Fault-tolerant, scalable, interoperable
- Easy-to-use and deploy, easy to extend and customize
- App developers focus on app-specific problems (plug-in)

- **Early version of specification**
- **Proof-of-concept implementation**
 - **SOAP-based messaging**
 - **Accessible as a Grid Service**
 - **Network support**
 - Static implemented
 - Dynamic unicast P2P and InterGroup/SGL in development
 - **XQuery and XPath plugins built-in**

- **Client asks for specific sensor information in area of interest and asks for updates**
- **Local aggregators in charge of number of sensors**
- **Aggregators are peers in P2PIO and for each query with matching result(s) answer with**
 - **Pointers to archives of the sensor data**
 - Allows access to past data
 - **Pointer to SGL group where sensor updates are sent**
 - Allows all to receive new data

SensorNet Query for Updates: P2PIO with InterGroup/SGL



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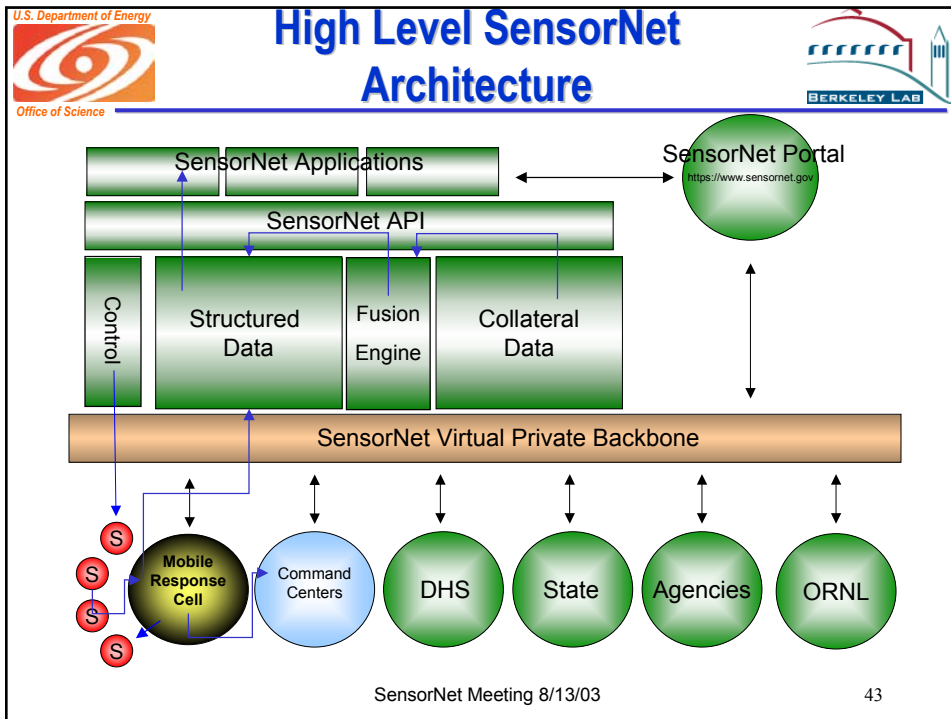
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SensorNet – Functional Requirements

- **SensorNet Characteristics (from brief)**
 - **A System of Systems Infrastructure**
 - Real Time Knowledge/Near Real Time Response
 - **Integration Of Many Dissimilar Sensor Systems**
 - **Scalability To Cover The North American Continent and Hawaii.**
 - **Peer-To-Peer and Conferencing Framework**
 - Near-Simultaneous, Interactive Availability to Data and Services
 - **High Reliability**
 - Self-Organizing/Self-Healing Network Connectivity
 - Distributed Processing
 - Distributed Information Storage
 - **Information Assurance**
 - Encrypted Communication
 - Trust Architecture
 - ⇒ Multi-Level Security
 - ⇒ Access Control
 - **Fusion Of Information Into A Common Operational Data Base and Picture.**

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Further Information

BERKELEY LAB

- **LBNL URLs**
 - <http://www-itg.lbl.gov/>
 - <http://www-itg.lbl.gov/CIF/GroupCom/>
 - <http://www-itg.lbl.gov/P2P/file-share/>
- **LBNL Contacts**
 - DAAgarwal@lbl.gov
 - KBerket@lbl.gov
 - WHoschek@lbl.gov
 - OChevassut@lbl.gov
- **CTBTO PrepCom WWW site**
 - <http://www.ctbto.org/>

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